

## 3.1 Configuration

ESPADP uses system environment and *.Apps\_defaults* files for the location of important directories and files.

### 3.1.1 Resource File

ESPADP requires a resource file called *espadp.res*. This resource file is a byproduct of X-Designer that is created at compilation time and typically resides in */usr/lib/x11/app-defaults* as *espadp*. If the resource file does not reside in */usr/lib/x11/app-defaults*, then ESPADP has access to the location of this file through an environment variable called XENVIRONMENT.

### 3.1.2 Environment Variables

The following apps-defaults tokens must be available for ESPADP to properly execute:

Name	Example Implementation Directory	Purpose
<i>geo_data</i>	<code>\$(PROJECT_HOME)/geo_data</code>	vector and site map files
<i>ens_dir</i>	<code>\$(rfs_dir)/ens</code>	base directory for espadp input/output directories
<i>ens_files</i>	<code>\$(ens_dir)/files/\$(ofs_level)</code>	directory of file related to ESPADP
<i>ens_input</i>	<code>\$(ens_dir)/input/\$(ofs_level)</code>	directory of input files for ESPADP batch mode
<i>ens_output</i>	<code>\$(ens_dir)/output</code>	directory of output files generated by ens script
<i>espts_dir</i>	<code>\$(ens_files)/espts</code>	directory of ESP output time series
<i>preadj_dir</i>	<code>\$(ens_files)/cpc_fcsts</code>	directory for CPC related data
<i>calb_area_ts_dir</i>	<code>\$(calb_dir)/data/area_ts</code>	directory for historical data (MAP,MAT,QME, etc)